


ICT SHOWROOM 2025



ictshowroom.fi

 [#ictshowroom](https://www.instagram.com/ictshowroom)

 [linkedin.com/company/ict-showroom](https://www.linkedin.com/company/ict-showroom)



Schedule 6.3.2025

Event takes place in ICT City / Educity, TurkAMK

- 9.00 Building ICT Showroom starts
- 10.00 ICT Showroom Opens (ICT City)
- 10.00 Public voting opens
- 13.30 ICT Showroom ends
- 13.30-14.30 Dismantling
- 14.30 Pitch finalists announced
(ICT Showroom home page + team contact)
- 14.45 Pitch finals (Taidon portaat, Educity), winners voted by Jury
- 15.15 Price ceremony (Taidon portaat, Educity)
- 15.45 → Showroom Afterwork by Boost

Sponsors

- Wärtsilä Finland Oy
- Convalidanum Oy


Jury


- Sameh Katr / BoostTurku
- Michael Lindholm / Protag
- Anna Malmilehto / Futurice
- Leo Sakari / CTRL Reality
- Martin Storsjö / bambuser
- Tapani Talvitie / Business Turku
- Matilda Viitasalo / Wärtsilä

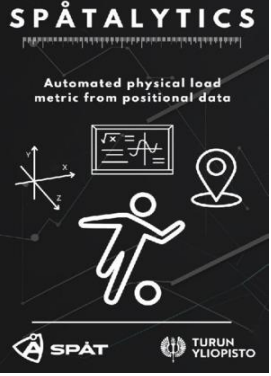
Organizers and contact information


Åbo Akademi - Jerker Björkqvist, Jan Kraufvelin
TurkuAMK - Elina Karaus, Annukka Kinnari
Turun yliopisto - Timo Vasankari


Online leaflet: abacus.abo.fi/ictshowroom


	<h2>S12 ViLLEPlug</h2> <p>Web, Desktop, Education,</p>		UTU
	<p>VSCoDe plugin for ViLLE learning platform.</p>		
	<p><i>Leo Tamminen, Lassi Kimppa, Heidi Moisio, Edvard Brovkin, Juhani Katajamäki, Eetu Taipale</i></p>	<p>Contact person: lettam@utu.fi Web: Video: https://youtu.be/OBIQ_yxEAJ8</p>	
	<p>ViLLEPlug is a Visual Studio Code extension designed for programming students. It lets users complete coding exercises directly in their editor, making learning more interactive and efficient. With ViLLEPlug, students can access tasks, write code, submit solutions, and receive instant feedback – all within VS Code. By integrating exercises into the coding environment, ViLLEPlug helps students focus on practicing and improving their programming skills without switching between different platforms.</p>		


	<h2>S13 Underwave</h2> <p>Web, Other, Communication, Marketing and Music</p>		ÅA
	<p>Connecting artists, venues and fans</p>		
	<p><i>Alexander Winberg, Radia Tabassum, Niklas Linderoos, Nadia Tomperi, Ulriikka Sosi, Kasper Renlund</i></p>	<p>Contact person: alexander.c.winberg@abo.fi Web: Video: https://drive.google.com/file/d/1sC43_mMjlFRDf8sy4deJ_Z10ckvcSf7Z/view?usp=sharing</p>	
	<p>Underwave is a platform for music lovers, venues and artists. By allowing venues and artists to market their events and concerts the audience can easily find out what is happening in their area. If you are new to a city you can just open up Underwave to see all concerts taking place. Underwave is the platform for users who like to see the new and unsigned bands perform before they explode in popularity, going on the big tours. And did we mention It's also free for all audience users?</p>		

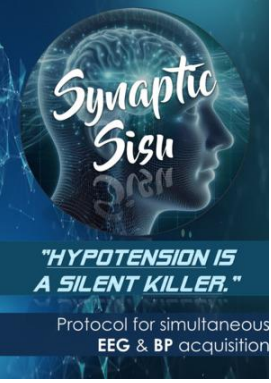
	<h2>S14 Spåtalytics</h2> <p>Web, Sports</p>		UTU
	<p>Physical load metric calculated from positional data</p>		
	<p><i>Iiro Pääkkönen, Konsta Nyman, Lauri Leppänen, Luuka Lindgren, Omar Nasri</i></p>	<p>Contact person: luslin@utu.fi Web: Video: https://youtu.be/Kpl8eHX6pQk</p>	
	<p>A metric that automatically calculates athlete's physical load from a training session, using only position data from UWB sensors. It provides injury prevention from overtraining and allows more optimized improvements for all level athletes. Versatile and accessible solution that can be utilized with almost every sport. Works with Spåt App.</p>		

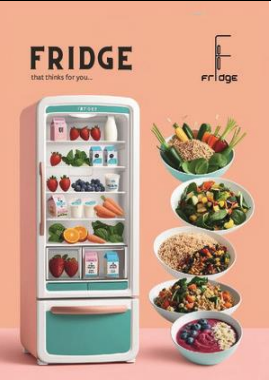
	S15 Amplytics	,Data analytics Infrastructure services,power grid	UTU
	Patterns from electricity consumption data?		
	Jesse Antinoja, Ida Hänninen, Aleksi Pikkariainen, Toni Lehtilä, Laura Silvala, Andrew Bowo, Matias Malin	Contact person: antinojajesse@gmail.com Web: Video:	
Our mission is to create electricity consumption profiles from a year long time-series electricity data for VSV , a local energy provider company. This was done by clustering the data using different data analysis techniques. Electricity consumption profiling aims to help energy providers better balance out their energy production and to have better understanding of their customer base and their consumption habits.			


	S16 Chaos On The Deck	Desktop, Games and entertainment	TUAS
	Unforgiving and chaotic cargo managing game		
	Veeti Rivinoja, Nico Kaunisto, Mikko Yli-Eskola, Tommi Nuutinen	Contact person: mikko.yli-eskola@edu.turkuamk.fi Web: Video:	
Your job is to keep all the cargo on board of the cargoship. Sounds easy right? Well think again. You have to prepare for some brutal weather conditions and if you let any cargo get damaged or even worse, fall from the deck, that is reduced from your paycheck.			


	S17 Pode	Mobile, Games and entertainment,Education	ÅÅ
	Pode: A Gamified Learning Tool to Make Programming Fun and Accessible.		
	Joel Gåsström, Benjamin Heikkala, Frida Engblom, Erik Åström, Amanda Uppgård, Cassandra Franck	Contact person: joel.gasstrom@abo.fi Web: Video: https://www.youtube.com/watch?v=Qv_ZE31eYKg	
Pode is an engaging and innovative learning tool designed to make programming accessible and enjoyable for beginners. Poda teaches coding languages such as Python through interactive exercises that gradually increase in difficulty. With its playful design, cute mascot, and diverse challenges, Poda lowers the barrier to entry for coding while fostering curiosity and creativity in learners of all ages. By combining gamification with education, With simple and engaging first steps, Poda aims to ignite curiosity about programming and inspire beginners to start their coding journey.			


	S18 DoD	Desktop, Games and entertainment	UTU
	2D dungeon crawling roguelite		
	<i>Leevi Mäki-Kerttula, Viljo Kankare, Gard Indrearne-Oen, Abhishek Roy, Hoang Long Nguyen, Linus Ma</i>	Contact person: leevi221001@gmail.com Web: Video: https://www.youtube.com/watch?v=OhdpbDzgGUM	
	Dungeon of Doom is a 2D topdown roguelite dungeon crawler where you fight against hordes of zombies and necromancers with melee and ranged attacks and gain experience to upgrade your stats and unlock new abilities. Find keys scattered across the dungeon to gain access to the boss's lair and rid the dungeon of all evil.		


	S19 Synaptic-Sisu	AI, Healthcare,	UTU
	Decoding Brain and Blood Pressure Signals: A Study Using EEG and Machine Learning		
	<i>Ruslan Hasanov, Happonen Mikko, Kivimäki Teemu, Mehdi Syed, Tornberg Jesse, , Tonmoy Shoaib Azad, Tasneem Rownita</i>	Contact person: ruhasa@utu.fi Web: Video: https://youtu.be/RVxh5iEOCMc	
	Understanding the connection between brain activity and blood pressure is an emerging area of research with potential applications in healthcare and neuroscience. Our project investigates this relationship by collecting and analyzing EEG signals and blood pressure data from voluntary participants. Using a combination of direct physiological measurements and data analytics techniques, we aim to identify potential correlations between neural activity and cardiovascular dynamics. Our approach involves precise electrode placement following standardized EEG protocols, signal processing to extract meaningful patterns, and statistical analysis to explore possible associations. We also utilize machine learning techniques to enhance signal interpretation. One of the main challenges we face is the complexity of EEG data and the lack of existing literature directly linking blood pressure variations to brain wave activity. Through this project, we seek to contribute to the understanding of neurovascular interactions and provide insights that could aid future research in neuroscience, biomedical engineering, and healthcare applications.		


	S20 Fridge	Mobile,Cloud,AI, Sustainable development	ÅÅ
	Fridge: Smart Kitchen Companion for Effortless Grocery Management & Meal Planning		
	<i>Syed Bazil Ali, Johannes Hattula, Ashir Kulshreshtha, Haroon Riasat</i>	Contact person: Bazil.Ali@abo.fi Web: Video: https://vimeo.com/1061762764?share=copy	
	Introducing Fridge, the app that makes managing groceries, minimizing waste, and meal planning effortless. Designed to simplify kitchen routines, Fridge serves as a smart pantry assistant that tracks expiry dates, suggests recipes based on ingredients you already have, and encourages exploring new cuisines with ease. It's perfect for busy families, health-conscious individuals, and anyone tired of the "what's for dinner?" dilemma.		


 <p>INNOVATIVE SHIP COATINGS inshico</p> <p>UNIVERSITY OF TURKU MEYER TURKU</p>	<p>S21 Inshico</p> <p>,Maritime technology Sustainable development</p>	<p>UTU</p>
	<p>Innovative ship coatings</p>	
	<p><i>Juuso Peltoniemi, Benjamin Martti, Milja Hiltunen, Felix Glogan, Sanni Reunasaalo, Vilma Pulkkinen, Inka Väisänen</i></p> <p><i>Contact person: iwvais@utu.fi</i> <i>Web:</i> <i>Video:</i> <i>https://www.youtube.com/watch?v=dA8o9srET70</i></p> <p>Marine fouling has been an unsolved issue within the maritime industry throughout its history. Fouling organisms have an immense impact on a ship's frictional resistance, increasing power demands and, consequently, fuel consumption. Various antifouling and fouling release coatings have been developed for centuries, many of which have proven effective in repelling fouling organisms. However, they contain toxic substances, require frequent cleaning and/or degrade due to mechanical stress. In this project, a polyvinyl alcohol-borax hydrogel and a fluoro-SiO₂/epoxy coating are produced and tested mechanically and in hydrodynamic conditions to determine their feasibility in ship hull antifouling solutions.</p>	


 <p>Lab Stream for pharmaceutical research</p> <p>DelSiTech</p> <p>Intuitive Secure Efficient</p> <p>Featuring intuitive user interfaces, customizable workflows and detailed data for every sample, the software ensures precise and efficient sample tracking, while reducing errors and letting users focus on the research and innovation.</p>	<p>S22 LabStream</p> <p>Web, Healthcare,Infrastructure services</p>	<p>UTU</p>
	<p>Laboratory sample tracking software</p>	
	<p><i>Filip Bengs, Gayuh Rahmad, Niklas Aaltonen, Alvar Rosenqvist, Milja Siikonen, Stefano Salonen</i></p> <p><i>Contact person: alvar.h.rosenqvist@utu.fi</i> <i>Web:</i> <i>Video:</i> <i>https://www.youtube.com/watch?v=CV6kX11nIT4&ab_channel=MiljaSiikonen</i></p> <p>LabStream is a laboratory sample tracking software developed for DelSiTech. The software is tailored to meet the needs of modern DelSiTech laboratory, and it's designed to streamline sample management and processing. Featuring intuitive user interfaces, customizable workflows and detailed data for every sample, the software ensures precise and efficient sample tracking, while reducing errors and letting users focus on the research and innovation. Barcodes are used for fast and easy sample recognition and status updates. Advanced user management features enhance the security and scalability of the system.</p>	


 <p>NEVER MISS ANY EVENTS HUB FOR STUDENT EVENTS AND ORGANIZATIONS FOR ALL STUDENTS</p> <p>AA-HAPPENINGS Connecting students one event at a time</p>	<p>S23 ÅA Happenings</p> <p>Web, Other,Social media</p>	<p>ÅÅ</p>
	<p>A web platform for students at ÅAU to find and engage in student events of all types.</p>	
	<p><i>Oskar Sundfors, Jonatan Johansson, Rasmus Vilén, Thomas Segercrantz, Erik Malmström, Kalle Fjäder, Anton Näsman</i></p> <p><i>Contact person: oskar.sundfors@abo.fi</i> <i>Web: www.aahappenings.fi</i> <i>Video:</i> <i>https://www.youtube.com/watch?v=3eozuiBuyn4&ab_channel=Munkken</i></p> <p>Our vision with ÅA Happenings is to create an engaging and accessible web platform that connects students with a diverse range of events organized by student organizations. Our goal is to make it easier for students to explore and attend events they may not have otherwise discovered, creating a more connected and vibrant campus life.</p>	

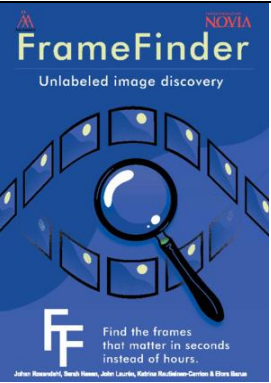
	S24 Ambrosia	Desktop, Games and entertainment	UTU
	A 2D puzzle adventure game inspired by alchemy		
	Dahlström Johannes, Friman Henry, Kimppa Lassi, Rossi Nelli	Contact person: hsfrim@utu.fi Web: https://github.com/Shadethyst/ProjectCoursePuzzleGame Video: https://www.youtube.com/watch?v=6UZZxuJLaVk	
An ancient scientist is on a mission to create "the Food of the Gods" to achieve immortality — but at what cost? Ambrosia is an alchemy-inspired and turn-based 2d puzzle adventure game, in which the player must combine elements and substances to cause the correct reactions needed to pass obstacles and clear levels. The main goal is to collect all the substances from each level, by using the default elements (water, fire, earth and wind) and all the substances collected so far. The game will include an overarching plot inspired by ancient Greek alchemy.			


	S25 Overpoured	Desktop, Games and entertainment	TUAS
	Game where		
	Miska Wahlroos, Erkki Viitala, Lassi Nöjd, Jasper Oksanen, Sampo Kurttila	Contact person: sampo.kurttila@edu.turkuamk.fi Web: Video: https://youtu.be/ZxazMhD_EA8	
Overpoured is a bartending game where you have to make and mix drinks for the customers. There are also fun twists.			


	S26 PartyPass	Web, Mobile, Sustainable development, Other, Communication, Event Management	ÅÅ
	Revolutionizing Club & Event Entry		
	Rifat Bin Monsur, Ifeanyi Agu, Ha Nguyen, Minna Pousi, Md Aslam Hossain	Contact person: rifat.binmonsur@abo.fi Web: https://partypass-admin.netlify.app/ Video: https://youtu.be/zyJRLYUleIg	
PartyPass is a mobile and web application transforming club and event entry in Finland. It enables QR code ticketing, automated locker allocation, and real-time venue management, reducing wait times and streamlining operations. Users can purchase tickets, verify entry in seconds, and access secure storage, while venue managers benefit from centralized control over events, tickets, and cloakrooms. Designed for scalability, PartyPass enhances efficiency, security, and sustainability, eliminating manual processes and paper waste. With its seamless and user-friendly design, PartyPass aims to become the go-to solution for nightlife and entertainment events in Finland.			


	<h2>S27 Project Roborb</h2> <p style="text-align: right;">Desktop, Games and entertainment</p>	TUAS
	<p>Platformer game with brick breaker -style gimmick</p>	
	<p><i>Petteri Koskinen, Tuomas Mattila, Denis Kravtsov, Marcus Simolin, Marius Simolin</i></p> <p><i>Contact person: petteri.koskinen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i> https://drive.google.com/file/d/18lxbzcxNxsUvohYk9qGXCb1HRObXli1IQ/view?usp=sharing</p> <p>The project is a platforming video game, where you play as a robot and try to escape from a cave. The main gimmick of the game revolves around your ability to turn into a ball and bounce off walls to break obstacles and solve puzzles. During the game you will try to find your way back to your ship, which is your ultimate goal and ends the game.</p>	

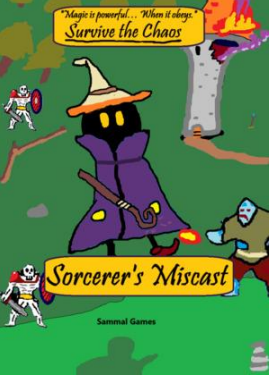
	<h2>S28 FleaFind</h2> <p style="text-align: right;">Web, Mobile, Desktop, Infrastructure services</p>	ÅÅ
	<p>Web-based platform that offers comprehensive information about flea markets.</p>	
	<p><i>Kaniz Fatema Begum, Hannes Kullman, Mikael Granqvist, Tawfiq Ali Pial, Abera Mengstu, Muhammad Ahmad</i></p> <p><i>Contact person: mikael.granqvist@abo.fi</i> <i>Web: https://fleafinds-frontend.vercel.app/</i> <i>Video:</i> https://drive.google.com/drive/folders/1Pm0UHAtdx_7XJqGwOa0i8c6l4ecyRPPs?usp=drive_link</p> <p>FleaFind is a user-friendly web-based platform that offers comprehensive information about flea markets. It provides details on registered shops, including locations, opening hours, and product categories. The platform will also include user reviews and ratings to help shoppers make informed decisions. Additionally, it will feature a section for pop-up markets to keep users informed about temporary events. To ensure inclusivity, the website will be available in Finnish, Swedish, and English. Our goal is to enhance the flea market experience for everyone.</p>	

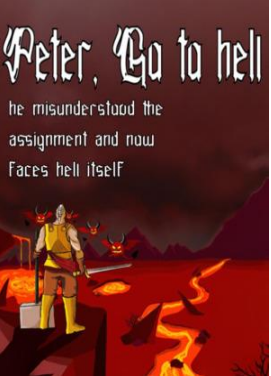
	<h2>S29 FrameFinder</h2> <p style="text-align: right;">Embedded system, Other, Similarity Search</p>	ÅÅ
	<p>Similarity Search Based on Data Embeddings</p>	
	<p><i>Johan Rosendahl, Sara Hasan, John Laurén, Elora Barua, Katrina Rautiainen-Carrion</i></p> <p><i>Contact person: jrosenda@abo.fi</i> <i>Web:</i> <i>Video:</i> https://www.youtube.com/watch?v=DgQEFkh5tzs</p> <p>We are developing a tool 'FrameFinder' to facilitate large datasets containing videos and images. This tool enables users to search through unlabelled images and text by converting them to vector embeddings, identifying relevant items based on search queries. We are working on the process of performing a similarity search using natural language queries, vector embeddings and Computer Vision capabilities by integrating our system with Voxel51 to organize, manage, visualize and analyse massive datasets of Images and Videos.</p>	


	S30 Mopster Desktop, Games and entertainment		UTU
	1st person stealth cleaning game		
	Juho Nykänen, Ville Lindberg, Kari-Pekka Turtiainen, Matias Kumpulainen, Tomas Saarinen	Contact person: jknyka@utu.fi Web: Video: https://youtu.be/e_NXcpRO-z8?si=pvjkyT2hazQyp5K	
	Play as a retired agent working as a stealth cleaner. Break into houses to clean them while avoiding detection. For ict-showroom we have made a prototype, that showcases the core mechanics of the game in a single level.		

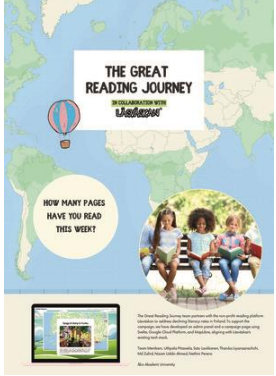
	S31 EXE-cute Desktop, Games and entertainment		TUAS
	3D autorunner where player can run along walls and ceiling by shifting gravity.		
	Juri Auvinen, Samuel Nordström, Juuso Holma, Heta Lisma	Contact person: Juuso.holma@edu.turkuamk.fi Web: Video: https://youtu.be/c-hWaQBm8Lo	
	Humanity, beware! You have released yourself as a new superior AI! Your objective: Infiltrate the internet via network tunnels, using your ability to move through the walls and ceilings of the virtual environment! Reach the end. Don't get terminated. EXE-cute supremacy.		


	S32 PlanetCorp Desktop, Games and entertainment		UTU
	2D Planetary mining game set in the not too distant future		
	Anton Backman, Alexander Johansson, Philéas Afchain-Boucher, Marie Bruyant, Yi?it ?nceçam, Alanur Ersoy, Nayeon Tak	Contact person: anton.backman@abo.fi Web: https://pcgd7.itch.io/planetcorp Video: https://www.youtube.com/watch?v=nZjP-iRM1aw	
	PlanetCorp – "Your Future, Our Profits" PlanetCorp is the galaxy's leading resource extraction company, built on efficiency, expansion, and the endless labor of its workforce. As one of its many disposable miners, you are dropped onto remote planets with a handheld drill and a quota. Dig deep, extract valuable ores, and haul back enough to earn your way back onto the ship—fail, and you'll be left behind. Your wages barely cover the cost of survival, and the company always finds ways to keep you in debt. Work hard, miner. PlanetCorp is counting on you.		


	S33 SM (Sorcerer's Miscast)		Desktop, Games and entertainment	TUAS
	A bullet-heaven game with bosses and a quirk of forcing you to switch weapons.			
	<i>Jami Heinonen, Ville Haila, Henrik Forsse, Jere Pölönen, Aleksi Nieminen, Valtteri Vasenkari</i>	<i>Contact person: ville.haila@gmail.com</i> <i>Web:</i> <i>Video: https://www.youtube.com/watch?v=XfDiFdqAxro</i>		
	A master sorcerer had planned his greatest invocation yet. But the moment he set it into motion, a giant rift tore open and swallowed him whole. He awoke in a world of nightmares, a realm without escape. This was the conjuring of a lifetime—one that would last the rest of his days.			


	S34 Peter, go to hell		Desktop, Games and entertainment	TUU
	2D isometric hack 'n' slash game			
	<i>Samu Tuulos, Iiro Pääkkönen, Henri Vuori, Antti Niemi</i>	<i>Contact person: henri.vuori01@gmail.com</i> <i>Web:</i> <i>Video: https://youtu.be/cOPfd4pT39Y</i>		
	Peter is a general manager at a hardware store, until one day his superior tells him to go to hell, but Peter doesn't quite understand the phrase and to hell he goes! In a 2D, isometric, hack'n'slash, RPG game, you will play as Peter and encounter different enemies and learn new abilities.			


	S35 Sparkle of the Withering light		Desktop, Games and entertainment, Education	TUAS
	Fantasy Story-telling Platformer Game			
	<i>Emilia Villanen, Roosa Rissanen, Ilona Romunen, Nguyen Thi</i>	<i>Contact person: thi.nguyen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://youtu.be/F8dBW4VmY5Y</i>		
	In Sparkle of the Withering Light, we as players step into a world consumed by darkness, where fear festers and demons roam. As a lone warrior, the player will battle through relentless foes, collecting lost memory sparkles—fragments of forgotten truths that reveal the depths of the character's emotions. Each sparkle brings clarity, unraveling a story of courage, pain, and the fight to reclaim hope. "Only by facing fear head-on can you rise, igniting a light so brilliant that even the deepest shadows wither before it. Will you shine or be lost to the void?"			

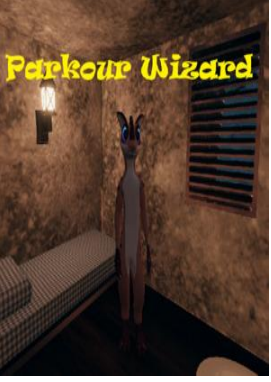
	<p>S36 TGRJ</p>	<p>Web, Education,</p>	<p>ÅÅ</p>
	<p>The Great Reading Journey</p>		
	<p><i>Uthpala Pitawela, Satu Laukkanen, Tharuka Liyanaarachchi, Md Zahid, Nizam Uddin Ahmed, Nethmi Perera</i></p>	<p>Contact person: satu.laukkanen@abo.fi Web: https://reading-campaign.vercel.app/ Video: https://youtu.be/UMexd1kbJE4</p>	
<p>The Great Reading Journey is a reading campaign in collaboration with the non-profit reading platform Läsväskan, used by Swedish speaking school children in Finland. The campaign turns reading into a shared adventure by visualizing the collectively read pages as a journey on a map. Läsväskan admins can storify the journey with an admin panel, by adding interactive stops etc. that are reached by reading more, allowing for collaborations with children's favorite authors.</p>			


	<p>S37 Alley-oops!</p>	<p>Mobile, Desktop, Games and entertainment</p>	<p>UTU</p>
	<p>An addictive mobile game, where you practice your neighborhood vandalism skills!</p>		
	<p><i>Jaakko Uitto, Jesse Vesterinen, Elias Kinnunen, Sini Heikkilä, Emmi Ylikoski, Okko Ailio</i></p>	<p>Contact person: oiaili@utu.fi Web: Video: https://tinyurl.com/alley-oops</p>	
<p>Alley-oops! is a simple but addictive endless mobile game, where you aim to vandalize the neighborhood. It's the perfect game for those moments where you wish to switch your brain off – and why not let out a little steam as well. You get to wreck the neighborhood with classic items such as eggs, rocks and rotten apples. Each target is randomized and requires precision to hit - something that's very achievable with our simple and easy-to-learn mechanics. Come give it a go and set the event's high score!</p>			


	<p>S38 Jump N' Dash</p>	<p>Desktop, Games and entertainment</p>	<p>TUAS</p>
	<p>Endless runner with shooting elements</p>		
	<p><i>Kishan Jariwala, Oskari Asikainen, Parth Parvadiya</i></p>	<p>Contact person: kishan.jariwala@edu.turkuamk.fi Web: Video:</p>	
<p>Jump N' Dash is an endless runner created by a small team of new devs. Fast phased designed to be replayable and to kill time. This is not a normal endless running game, the physics of this game is completely Upside-down, which makes this game more interesting.</p>			

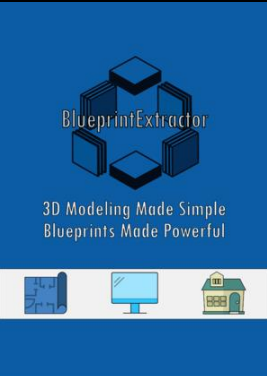
	S39 FSP 2085		Desktop, Games and entertainment	TUAS
	FAILSAFE PROTOCOL: 2085 - Retro style cyberpunk shooter			
	Axel Bäcklund, Kauppilas Niklas, Österman Oskar, Selma Remander, Radu Constantin, Akam Alnabi	Contact person: akam.alnabi@edu.turkuamk.fi Web: Video: https://youtu.be/LnE7U1O7ivU?si=Td3yGmjzSOtarBCg		
	In the near dystopian future a rogue AI uprising threatens to collapse society. The government has taken precautions for situations like these and trained a special task force to deal with rogue AI threats. The Failsafe Protocol has been issued! Gear up, get ready, take control of a Failsafe Agent and save the day!			


	S40 BRYG		Desktop, Games and entertainment	TUAS
	BRYG: Potion master			
	Marko Juva, Meri-Tuuli Salovaara, Ville Soikkeli, Viivi Heinonen, Jiri Vartiainen, Wiljam Sundström	Contact person: ville.soikkeli@edu.turkuamk.fi Web: https://xwilq.itch.io/bryg Video: https://www.youtube.com/watch?v=Ft8sgFRyIs4		
	In BRYG, players must gather ingredients and brew potions based on customer orders—all under a strict time limit! With each recipe requiring precision and speed, players will need to master the art of multitasking and potion-making to achieve the highest score.			

	S41 Parkour Wizard		Desktop, Games and entertainment	TUAS
	3D Parkour game			
	Lari Lahtinen, Haakon Helsko, Viljami Rastas, Jamal Metsälampi, Elmeri Tamminen	Contact person: lari.lahtinen@edu.turkuamk.fi Web: Video: https://drive.google.com/file/d/1WF_YxHg67EX4Zho7L7wLVICFFUrR4SiZ/view?usp=sharing		
	Parkour Wizard is a first person 3D parkour game. The player has been thrown in to a dungeon, where they must escape it using their powers of parkour and spells to overcome perilous obstacles along the way.			

 <p>RainbowPoop</p> <p>Florian Maillard, Blanchetiere--faivre Hadrien, Xiaolan Dong, Piia Pylväläinen, Nidhi Chauhan, Jaimin Gadhiya</p>	<p>S42 RainbowPoop</p> <p>Mobile, Games and entertainment, Healthcare, Education</p>		TUAS
	<p>Educative game for kids for promoting healthy eating habits</p>		
	<p><i>Piia Pylväläinen, Xiaolan Dong, Blanchetiere--faivre Hadrien, Florian Maillard, Nidhi Chauhan, Jaimin Gadhiya</i></p>	<p><i>Contact person: piia.pylvalainen@edu.turkuamk.fi</i> <i>Web:</i> <i>Video: https://heredos.net/gami5/RainbowPoop.mp4</i></p>	
	<p>RainbowPoop is a game where you run and jump through a stomach, collecting food along the way. The food you collect will affect the way you move, so keep a healthy diet and become a legendary rainbow poop!</p>		

 <p>GIMLI</p> <p>Guided Integrated Maritime Logistics and Intelligence</p> <p>Problem Statement: Operating unmanned vessels presents numerous challenges in a maritime environment. One of them is the risk of collisions with other vessels or objects. Our project solves this by providing vessels equipped with LiDAR and camera sensors a software suite which combines the sensor data to detect and track obstacles.</p> <p>AI Live Sim → LiDAR data → Object clustering → LiDAR & Camera sensor data fusion → Object detection → Multi-object tracking (Position, position, Angle)</p> <p>Logos: ROS, OpenCV, AlliveSim</p>	<p>S43 GIMLI</p> <p>Embedded system, Infrastructure services</p>		ÅÅ
	<p>Guided Integrated Maritime Logistics and Intelligence</p>		
	<p><i>Carl Nordenbrink, Benjamin Lindblom, Erik Hongisto, Amos Weckström, Grégoire Tarron, Mohd Abu Quttain</i></p>	<p><i>Contact person: carl.nordenbrink@abo.fi</i> <i>Web:</i> <i>Video: https://youtu.be/buvA0jTA8cc?feature=shared</i></p>	
	<p>The GIMLI system detects obstacles at sea using data from camera and LiDAR sensors.</p>		

 <p>BlueprintExtractor</p> <p>3D Modeling Made Simple Blueprints Made Powerful</p>	<p>S44 Blueprint Extractor</p> <p>Desktop, Infrastructure services</p>		ÅÅ
	<p>From Blueprint extraction to 3D drawings</p>		
	<p><i>Javeria Tariq, Erik Westersträhle, Viktor Thodin, Niklas Nygård, Arya Javani, Alexander Nylund</i></p>	<p><i>Contact person: javeria.tariq@abo.fi</i> <i>Web:</i> <i>Video: https://youtu.be/hwh0hhUsq54</i></p>	
	<p>Our group's goal is to create an application that can extract measurement data from architectural drawings and present them in a suitable format.</p>		

	<h2>S45 Project Gate 2.0</h2> <p>Web, Education,Other,Communication</p>	TUAS	
<p>Project Gate 2.0 is a centralized portal designed specifically for students and the FIRMA, the student-run company at our institution. This streamlined platform serves as the single access point for all the FIRMA-related activities and opportunities. The portal provides a simple, intuitive interface where: Students can discover and apply for projects offered through the FIRMA Event announcements and registrations are managed in one place Important updates and news related to the FIRMA are shared Communication between students and project coordinators is facilitated Resource materials and documentation are easily accessible By consolidating all the FIRMA operations into one digital hub, Project Gate 2.0 eliminates the need to navigate multiple systems, making student engagement more straightforward and efficient. The platform aims to increase participation in the FIRMA activities while providing a more organized and accessible experience for all users. This upgraded version builds on lessons learned from the original Project Gate, featuring improvements to usability, information organization, and overall user experience.</p>	<p><i>Roope Lehtinen, Miika Lahtinen, Thomas Rizzi Omura, Alekski Kesälä, Viivi Vuorenala</i></p>		<p><i>Contact person: aleksi.kesala@edu.turkuamk.fi</i> <i>Web:</i> <i>Video:</i> https://www.dropbox.com/scl/fi/r2gp4lk3h15rp3ukmzvti/Project-Gate-Promo-1.mp4?rlkey=g8bgfb4lqko3nbojrh06b6aw6&e=1&st=d4vw6xep&dl=0</p>
<p>Project Gate 2.0 is the FIRMA's comprehensive portal serving as the central hub for all student project interactions. This enhanced platform streamlines the entire project ecosystem, managing everything from project applications and event registrations to ongoing project communications.</p>			

Sudoku Puzzle #14739 (Hard)

2			5		7	4		6
				3	1			
						2	3	
				2				
8	6		3	1				
	4	5						
		9				7		
		6	9	5				2
		1			6			8

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Sudoku Puzzle #5571 (Medium)

							9	3
8		5		2		6	4	
3		7		4		5		
		2	7	6				
	7	3	5					1
		1					6	
	3				4	9	7	
			3					
	4	6		5		1		8

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13-19-23-26-29

14-20-21-26

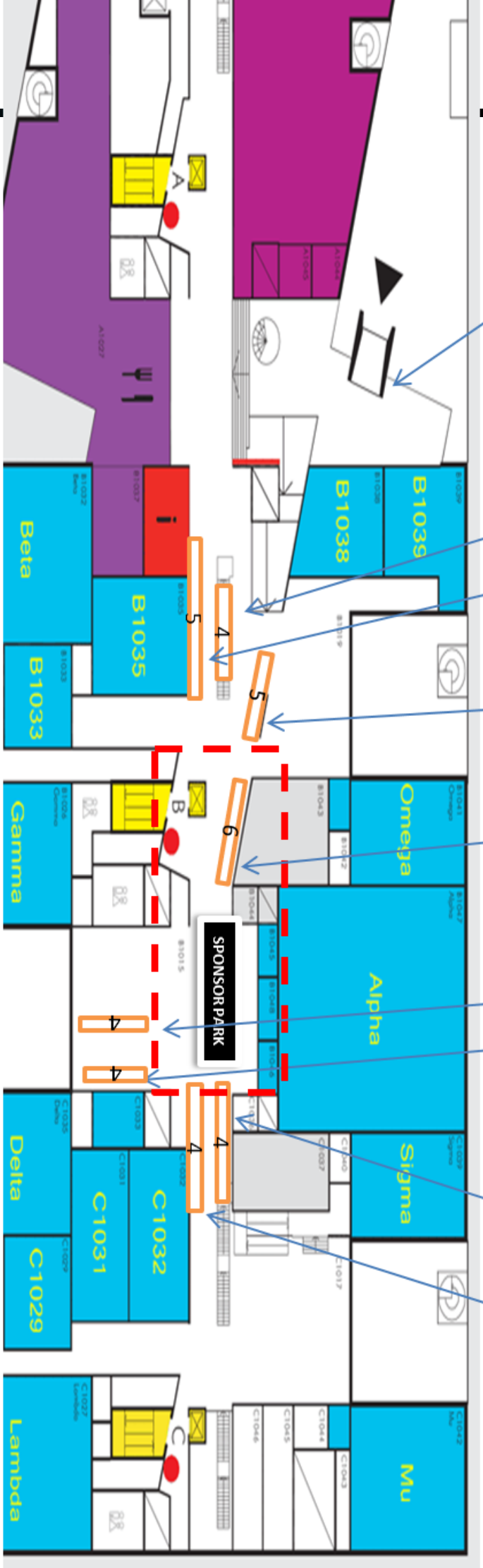
15-22-28-43-44

16-18-24-25

27-30-31-32

33-34-37-38

39-40-41



WÄRTSILÄ

